

## BAB 6

### KESIMPULAN DAN SARAN

#### 6.1. Kesimpulan

Algoritma *Tabu Search* yang digunakan pada penelitian ini dapat berjalan dengan baik sehingga pengolahan data dapat dijalankan dengan akurat oleh program. Dari hasil komputasi, didapat bahwa *makespan* terkecil = 961,76 detik dengan urutan komponen : 7-2-5-12-9-4-11-10-3-8-13-6-1, yaitu :

1. Sandaran atas
2. Dua buah kaki belakang
3. Dua buah tangan
4. Dua buah bingkai duduk samping
5. Sebelas buah slat sandaran
6. Palang kaki depan
7. Bingkai duduk belakang
8. Bingkai duduk depan
9. Palang kaki belakang
10. Sandaran bawah
11. Sebelas buah slat dudukan
12. Dua buah sandaran tangan
13. Dua buah kaki depan

Pada kasus penelitian ini, semakin besar *stopping rule*, *makespan* cenderung semakin mendekati minimal. Namun untuk *tabu size*, ukuran ini cenderung tidak berpengaruh terhadap keminimalan *makespan*.

## 6.2. Saran

Saran yang dapat diberikan untuk mengembangkan penelitian ini adalah sebagai berikut :

- a. Menggunakan prosedur *Tabu Search* yang berbeda dari apa yang telah dilakukan, misalnya dengan *tabu list* bukan berupa pasangan (*partial*), namun urutan secara keseluruhan. Dengan hal ini, mungkin dapat ditemukan solusi yang lebih baik.
- b. Mencoba prosedur *Tabu Search* ini pada jumlah mesin dan *job* yang lebih besar untuk mengetahui pengaruhnya terhadap keoptimalan solusi akhir.
- c. Memperbesar *tabu size* untuk dapat melihat lebih jauh pengaruhnya terhadap solusi akhir.
- d. Memperbandingkan hasil *Tabu Search* pada kasus ini dengan pengolahan data menggunakan jenis algoritma yang lain (*Algoritma Genetik*, *Simulasi Annealing*, *Ant Colony Optimization*, dan lain sebagainya).

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## LAMPIRAN

### Lampiran 1. Listing Program Quick Basic 4.5.

```
CLS

PRINT "                                TABU SEARCH"
PRINT "                                Program Optimasi Waktu Produksi Komponen"
PRINT "                                Prestige Garden Furniture"
PRINT "                                untuk produk kursi"

PRINT
PRINT
PRINT "Ratih Marsiana"
PRINT "3908 / TI"
PRINT
PRINT
PRINT

DIM k(13) AS STRING, d(13, 9) AS SINGLE, w(13, 9) AS SINGLE
DIM ws(13, 9) AS DOUBLE, wm(13, 9) AS DOUBLE, r(14, 200) AS
INTEGER
DIM rt1 AS INTEGER, rt2 AS INTEGER
DIM wt(200) AS DOUBLE, wo AS DOUBLE

RANDOMIZE TIMER

k(1) = "2 buah kaki depan"
k(2) = "2 buah kaki belakang"
k(3) = "palang kaki belakang"
k(4) = "palang kaki depan"
k(5) = "2 buah tangan"
k(6) = "2 buah sandaran tangan"
k(7) = "sandaran atas"
k(8) = "sandaran bawah"
k(9) = "11 buah slat sandaran"
k(10) = "bing duduk depan"
k(11) = "bing duduk belakang"
k(12) = "2 buah duduk samping"
k(13) = "11 buah slat dudukan"

'waktu proses
'1. Planner
d(1, 1) = 7.63
d(2, 1) = 7.63
d(3, 1) = 5
d(4, 1) = 5.02
```

$d(5, 1) = 6.25$   
 $d(6, 1) = 0$   
 $d(7, 1) = 6.35$   
 $d(8, 1) = 6.23$   
 $d(9, 1) = 0$   
 $d(10, 1) = 6.19$   
 $d(11, 1) = 6.11$   
 $d(12, 1) = 6.63$   
 $d(13, 1) = 0$

'2. Technicer

$d(1, 2) = 15$   
 $d(2, 2) = 18.1$   
 $d(3, 2) = 6.09$   
 $d(4, 2) = 9.09$   
 $d(5, 2) = 13.13$   
 $d(6, 2) = 14.03$   
 $d(7, 2) = 9.06$   
 $d(8, 2) = 9.16$   
 $d(9, 2) = 66.06$   
 $d(10, 2) = 7.09$   
 $d(11, 2) = 7.23$   
 $d(12, 2) = 14.13$   
 $d(13, 2) = 66.34$

'3. Circle potong

$d(1, 3) = 6.2$   
 $d(2, 3) = 8.21$   
 $d(3, 3) = 6.07$   
 $d(4, 3) = 6.19$   
 $d(5, 3) = 8.1$   
 $d(6, 3) = 11.11$   
 $d(7, 3) = 9.05$   
 $d(8, 3) = 9.17$   
 $d(9, 3) = 66.09$   
 $d(10, 3) = 9.2$   
 $d(11, 3) = 8.87$   
 $d(12, 3) = 9.18$   
 $d(13, 3) = 66.16$

'4. Spindel

$d(1, 4) = 40.99$   
 $d(2, 4) = 63.02$   
 $d(3, 4) = 0$   
 $d(4, 4) = 0$   
 $d(5, 4) = 63.07$   
 $d(6, 4) = 41.28$   
 $d(7, 4) = 13.18$   
 $d(8, 4) = 0$   
 $d(9, 4) = 221.07$   
 $d(10, 4) = 0$   
 $d(11, 4) = 0$   
 $d(12, 4) = 21.15$   
 $d(13, 4) = 221.06$

'5. Tenon

d(1, 5) = 0  
d(2, 5) = 0  
d(3, 5) = 9.07  
d(4, 5) = 8.07  
d(5, 5) = 0  
d(6, 5) = 0  
d(7, 5) = 9.05  
d(8, 5) = 9.07  
d(9, 5) = 66.12  
d(10, 5) = 9.08  
d(11, 5) = 9.05  
d(12, 5) = 0  
d(13, 5) = 66.12

'6. Mourtise

d(1, 6) = 7.63  
d(2, 6) = 7.62  
d(3, 6) = 0  
d(4, 6) = 0  
d(5, 6) = 0  
d(6, 6) = 0  
d(7, 6) = 9.05  
d(8, 6) = 9.07  
d(9, 6) = 66.14  
d(10, 6) = 8.99  
d(11, 6) = 9  
d(12, 6) = 0  
d(13, 6) = 66.13

'7. Bor

d(1, 7) = 6.19  
d(2, 7) = 7.13  
d(3, 7) = 0  
d(4, 7) = 0  
d(5, 7) = 0  
d(6, 7) = 0  
d(7, 7) = 46.24  
d(8, 7) = 46.19  
d(9, 7) = 0  
d(10, 7) = 41.21  
d(11, 7) = 41.19  
d(12, 7) = 0  
d(13, 7) = 0

'8. Sending

d(1, 8) = 12.4  
d(2, 8) = 22.33  
d(3, 8) = 7.58  
d(4, 8) = 6.21  
d(5, 8) = 16.28  
d(6, 8) = 16.2  
d(7, 8) = 10.33  
d(8, 8) = 10.36  
d(9, 8) = 8.25  
d(10, 8) = 10.25

```

d(11, 8) = 9.31
d(12, 8) = 10.32
d(13, 8) = 8.51

```

'9. Router

```

d(1, 9) = 26.35
d(2, 9) = 34.31
d(3, 9) = 15.32
d(4, 9) = 14.32
d(5, 9) = 26.17
d(6, 9) = 27.28
d(7, 9) = 13.35
d(8, 9) = 14.35
d(9, 9) = 133.32
d(10, 9) = 12.35
d(11, 9) = 15.27
d(12, 9) = 14.21
d(13, 9) = 132.32

```

'input

```

INPUT "masukkan nilai tabu size (1 (2 pasang) atau 2 (4
pasang))=", uts

```

```

IF uts = 1 OR uts = 2 THEN

```

```

  INPUT "masukkan nilai stopping rule = ", sr

```

```

  io = 1

```

```

  DO UNTIL s = sr

```

```

    iter = iter + 1

```

```

    IF iter = 1 THEN

```

'membangkitkan 13 bilangan random yang berbeda sebagai iterasi awal

```

  PRINT "iterasi 1= ";

```

```

  FOR i = 1 TO 13

```

```

    r(i, 1) = RND * 12 + 1

```

```

    IF i = 2 THEN

```

```

      DO UNTIL r(2, 1) <> r(1, 1)

```

```

        r(2, 1) = RND * 12 + 1

```

```

      LOOP

```

```

    ELSEIF i = 3 THEN

```

```

      DO UNTIL r(3, 1) <> r(1, 1) AND r(3, 1) <>

```

```

r(2, 1)

```

```

      r(3, 1) = RND * 12 + 1

```

```

      LOOP

```

```

    ELSEIF i = 4 THEN

```

```

      DO UNTIL r(4, 1) <> r(1, 1) AND r(4, 1) <>

```

```

r(2, 1) AND r(4, 1) <> r(3, 1)

```

```

      r(4, 1) = RND * 12 + 1

```

```

      LOOP

```

```

    ELSEIF i = 5 THEN

```



```

DO UNTIL r(5, 1) <> r(1, 1) AND r(5, 1) <>
r(2, 1) AND r(5, 1) <> r(3, 1) AND r(5, 1) <> r(4, 1)
r(5, 1) = RND * 12 + 1
LOOP
ELSEIF i = 6 THEN
DO UNTIL r(6, 1) <> r(1, 1) AND r(6, 1) <>
r(2, 1) AND r(6, 1) <> r(3, 1) AND r(6, 1) <> r(4, 1) AND r(6, 1)
<> r(5, 1)
r(6, 1) = RND * 12 + 1
LOOP
ELSEIF i = 7 THEN
DO UNTIL r(7, 1) <> r(1, 1) AND r(7, 1) <>
r(2, 1) AND r(7, 1) <> r(3, 1) AND r(7, 1) <> r(4, 1) AND r(7, 1)
<> r(5, 1) AND r(7, 1) <> r(6, 1)
r(7, 1) = RND * 12 + 1
LOOP
ELSEIF i = 8 THEN
DO UNTIL r(8, 1) <> r(1, 1) AND r(8, 1) <>
r(2, 1) AND r(8, 1) <> r(3, 1) AND r(8, 1) <> r(4, 1) AND r(8, 1)
<> r(5, 1) AND r(8, 1) <> r(6, 1) AND r(8, 1) <> r(7, 1)
r(8, 1) = RND * 12 + 1
LOOP
ELSEIF i = 9 THEN
DO UNTIL r(9, 1) <> r(1, 1) AND r(9, 1) <>
r(2, 1) AND r(9, 1) <> r(3, 1) AND r(9, 1) <> r(4, 1) AND r(9, 1)
<> r(5, 1) AND r(9, 1) <> r(6, 1) AND r(9, 1) <> r(7, 1) AND r(9,
1) <> r(8, 1)
r(9, 1) = RND * 12 + 1
LOOP
ELSEIF i = 10 THEN
DO UNTIL r(10, 1) <> r(1, 1) AND r(10, 1)
<> r(2, 1) AND r(10, 1) <> r(3, 1) AND r(10, 1) <> r(4, 1) AND
r(10, 1) <> r(5, 1) AND r(10, 1) <> r(6, 1) AND r(10, 1) <> r(7,
1) AND r(10, 1) <> r(8, 1) AND r(10, 1) <> r(9
, 1)
r(10, 1) = RND * 12 + 1
LOOP
ELSEIF i = 11 THEN
DO UNTIL r(11, 1) <> r(1, 1) AND r(11, 1)
<> r(2, 1) AND r(11, 1) <> r(3, 1) AND r(11, 1) <> r(4, 1) AND
r(11, 1) <> r(5, 1) AND r(11, 1) <> r(6, 1) AND r(11, 1) <> r(7,
1) AND r(11, 1) <> r(8, 1) AND r(11, 1) <> r(9
, 1) AND r(11, 1) <> r(10, 1)
r(11, 1) = RND * 12 + 1
LOOP
ELSEIF i = 12 THEN
DO UNTIL r(12, 1) <> r(1, 1) AND r(12, 1)
<> r(2, 1) AND r(12, 1) <> r(3, 1) AND r(12, 1) <> r(4, 1) AND
r(12, 1) <> r(5, 1) AND r(12, 1) <> r(6, 1) AND r(12, 1) <> r(7,
1) AND r(12, 1) <> r(8, 1) AND r(12, 1) <> r(9
, 1) AND r(12, 1) <> r(10, 1) AND r(12, 1) <> r(11, 1)
r(12, 1) = RND * 12 + 1
LOOP
ELSE
DO UNTIL r(13, 1) <> r(1, 1) AND r(13, 1)
<> r(2, 1) AND r(13, 1) <> r(3, 1) AND r(13, 1) <> r(4, 1) AND

```

berurutan

'membangkitkan 2 bilangan random yang

```
rt1 = RND * 11 + 1
FOR i = 1 TO 12
    IF r(i, iter) = rt1 THEN
        rt2 = r(i + 1, iter)
    END IF
NEXT i
```

berikutnya

'menukar 2 bilangan random sebagai iterasi

```
FOR i = 1 TO 12
    IF r(i, iter) = rt1 THEN
        r(i, iter) = rt2
        r(i + 1, iter) = rt1
        EXIT FOR
    END IF
NEXT i

k = 1

ELSE
    k = k + 1
END IF
```

LOOP

END IF

PRINT "iterasi "; iter; " = ";

FOR i = 1 TO 13

PRINT r(i, iter);

NEXT i

PRINT

INPUT "", jeda

END IF

'merubah urutan waktu job sesuai iterasi

FOR j = 1 TO 9

FOR i = 1 TO 13

w(i, j) = d(r(i, iter), j)

'PRINT w(i, j);

NEXT i

'PRINT

NEXT j

'PRINT

'menghitung makespan

FOR j = 1 TO 9

FOR i = 1 TO 13

IF i = 1 THEN

IF j = 1 THEN

```

END IF
IF i = 2 THEN
    t11 = 0
ELSE
    t11 = r(i - 2, iter)
END IF
EXIT FOR
END IF
NEXT i

IF z > 1 AND uts = 2 THEN
    t12 = t11
    t22 = t21
    t32 = t31
    t42 = t41
END IF

t11 = t11
t21 = t12
t31 = t13
t41 = t14

'penulisan tabu list
IF uts = 1 THEN
    PRINT "tabu list iterasi"; iter; "="; t11; "-";
t12; ", "; t13; "-"; t14
ELSE
    IF z = 1 THEN
        PRINT "tabu list iterasi"; iter; "="; t11;
        "-"; t12; ", "; t13; "-"; t14
    ELSE
        PRINT "tabu list iterasi"; iter; "="; t11;
        "-"; t12; ", "; t13; "-"; t14; ", "; t12; "-"; t22; ", "; t32; "-";
        t42
    END IF
END IF

io = iter

ELSE
    IF a = 0 THEN
        wo = wt(1)
    ELSE

        'penulisan tabu list
        IF uts = 1 THEN
            PRINT "tabu list iterasi"; iter; "="; t11;
            "-"; t12; ", "; t13; "-"; t14
        ELSE
            IF z = 1 THEN
                PRINT "tabu list iterasi"; iter;
                "="; t11; "-"; t12; ", "; t13; "-"; t14
            ELSE

```

```

PRINT "tabu list iterasi"; iter;
"="; t11; "-"; t12; ","; t13; "-"; t14; ","; t12; "-"; t22; ",";
t32; "-"; t42
END IF
END IF
END IF

'stopping rule
s = s + 1
END IF
END IF

INPUT "", jeda
PRINT

LOOP

'mencetak hasil akhir
PRINT
PRINT "urutan yang menghasilkan solusi mendekati optimum = "
FOR i = 1 TO 13
PRINT r(i, io);
NEXT i
PRINT
FOR i = 1 TO 13
PRINT i; ". "; k(r(i, io));
PRINT
NEXT i
PRINT
PRINT
PRINT USING "makespan = ###,###.##"; wo

ELSE
PRINT "nilai tabu size yang anda masukkan dibatasi antara nilai 1
dan 2"

END IF

END

```

## Lampiran 2. Contoh Output Program

### TABU SEARCH Program Optimasi Waktu Produksi Komponen Prestige Garden Furniture untuk produk kursi

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masukkan nilai tabu size (1 (2 pasang) atau 2 (4 pasang)) = 2

masukkan nilai stopping rule = 5

iterasi 1 = 3 10 11 9 1 6 13 4 8 5 7 12 2  
waktu total iterasi 1 = 1071.850008964539

iterasi 2 = 3 10 11 9 6 1 13 4 8 5 7 12 2  
waktu total iterasi 2 = 1071.850008964539

iterasi 3 = 3 10 11 9 6 1 13 4 8 5 7 12 2  
waktu total iterasi 3 = 1071.850008964539

iterasi 4 = 3 10 11 9 1 13 6 4 8 5 7 12 2  
waktu total iterasi 4 = 1057.850010871887  
tabu list iterasi 4 = 1 - 6 , 13 - 4

iterasi 5 = 11 3 10 9 13 1 4 6 8 5 12 7 2  
waktu total iterasi 5 = 1044.220009803772  
tabu list iterasi 5 = 1 - 6 , 4 - 8 , 1 - 6 , 13 - 4

iterasi 6 = 9 10 3 11 13 1 4 12 8 6 2 5 7  
waktu total iterasi 6 = 1017.700009346008  
tabu list iterasi 6 = 4 - 8 , 12 - 6 , 1 - 6 , 4 - 8

iterasi 7 = 9 10 3 11 13 4 1 12 8 6 2 5 7  
waktu total iterasi 7 = 1017.700009346008  
tabu list iterasi 7 = 4 - 8 , 12 - 6 , 1 - 6 , 4 - 8

iterasi 8 = 9 10 3 11 13 1 12 4 6 8 2 5 7  
waktu total iterasi 8 = 1017.700009346008  
tabu list iterasi 8 = 4 - 8 , 12 - 6 , 1 - 6 , 4 - 8

iterasi 9 = 9 10 3 11 13 1 4 12 8 6 5 2 7  
waktu total iterasi 9 = 1017.700009346008  
tabu list iterasi 9 = 4 - 8 , 12 - 6 , 1 - 6 , 4 - 8

iterasi 10 = 9 10 3 13 11 1 4 12 8 6 2 5 7  
waktu total iterasi 10 = 1032.970009803772  
tabu list iterasi 10 = 4 - 8 , 12 - 6 , 1 - 6 , 4 - 8

iterasi 11 = 9 10 3 11 13 1 4 12 8 6 2 5 7  
waktu total iterasi 11 = 1017.700009346008  
tabu list iterasi 11 = 4 - 8 , 12 - 6 , 1 - 6 , 4 - 8

urutan yang menghasilkan solusi mendekati optimum =

9 10 3 11 13 1 4 12 8 6 2 5 7

- 1 . 11 buah slat sandaran
- 2 . bing duduk depan
- 3 . palang kaki belakang
- 4 . bing duduk belakang
- 5 . 11 buah slat dudukan
- 6 . 2 buah kaki depan
- 7 . palang kaki depan
- 8 . 2 buah duduk samping
- 9 . sandaran bawah
- 10 . 2 buah sandaran tangan
- 11 . 2 buah kaki belakang
- 12 . 2 buah tangan
- 13 . sandaran atas

makespan = 1,017.70